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Poisson spikes

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Poisson spikes

- Spikes as events that have some probability
- Poisson: relatively rare, random events
- All that matters is the mean firing rate
Each spike independent of other spikes

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- Poisson: relatively rare, random events
- Examples?

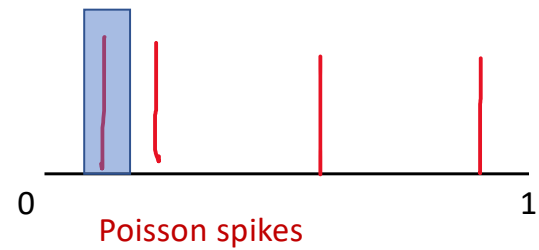
Input -> neuron -> spikes



Poisson spikes

- Spikes as events that have some probability
- All that matters is the mean firing rate
Each spike independent of other spikes
- Poisson: relatively rare, random events
- Examples? Other events modeled in similar way (traffic accidents, number of people entering a restaurant between 3-5pm; photons arriving at a space telescope)

Approach for generating Poisson spikes:

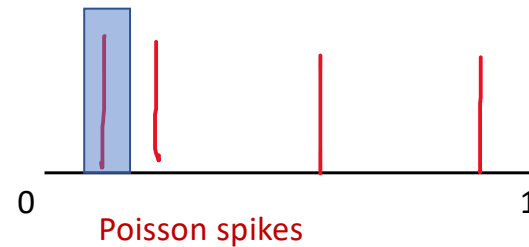


Each bin:
 $\Delta t = 10^{-3} msec$

Subdivide into many Δt intervals (bins)



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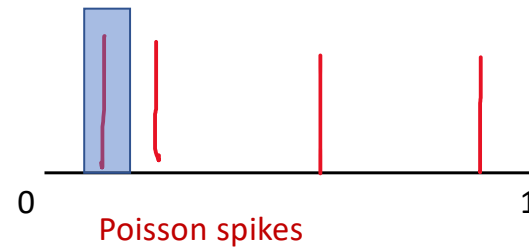
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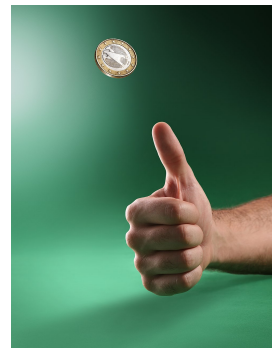


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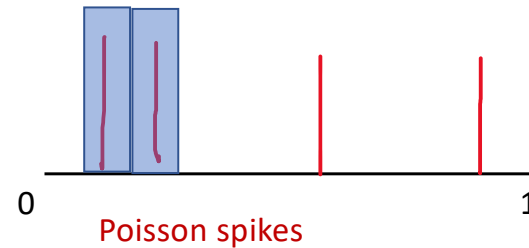
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From Wikipedia

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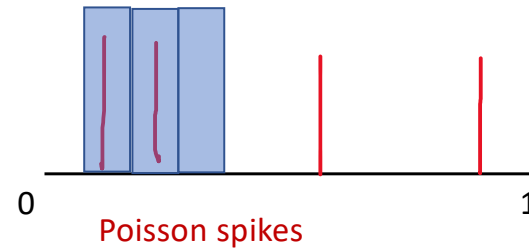
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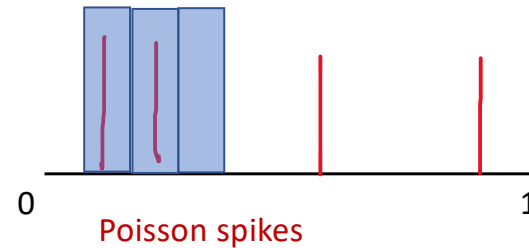
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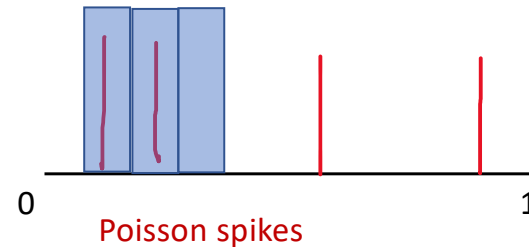
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For each interval, generate a spike with probability dependent on the mean firing rate:

Approach for generating Poisson spikes:



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Subdivide into many Δt intervals (bins)

For each interval, generate a spike with probability dependent on the mean firing rate:

$$\text{Prob}\{1 \text{ spike in interval } \Delta t\} = \begin{cases} \text{If } r\Delta t \geq rand & 1 \\ \text{Otherwise} & 0 \end{cases}$$

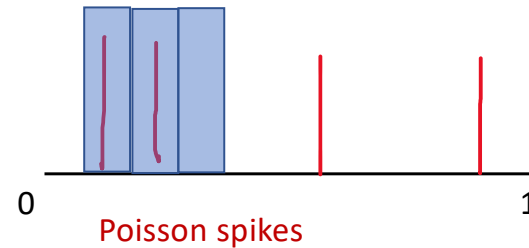
If $r\Delta t \geq rand$ generate spike

Random number uniform between 0 to 1 for each interval

Approach for generating Poisson spikes:

Example: $r=10$ spikes/sec

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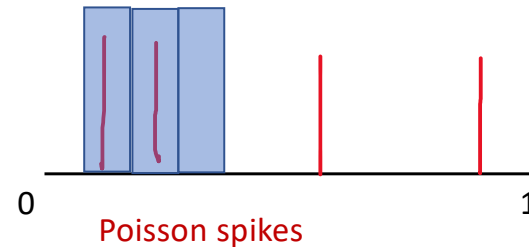
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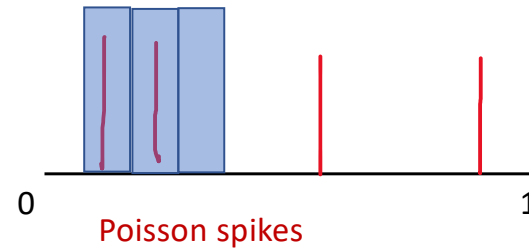
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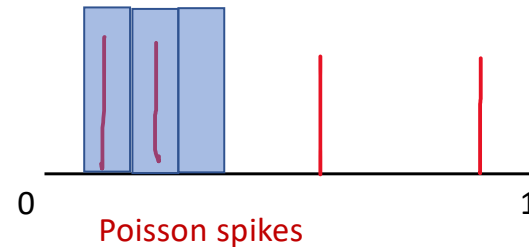
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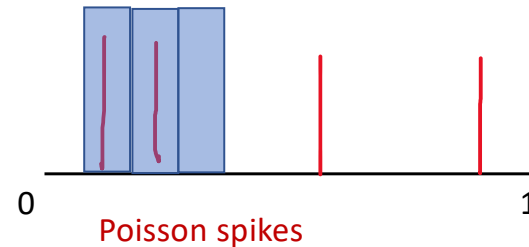
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If we roll dice 1000 times, we get on average
10 spikes



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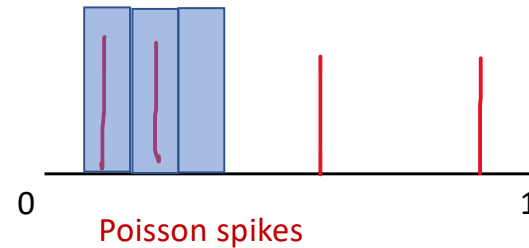
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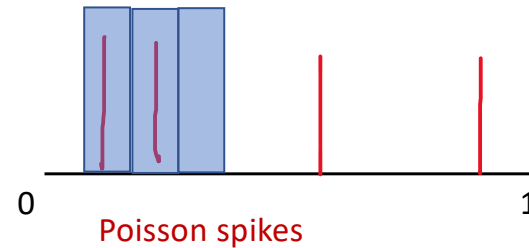
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No. no spike

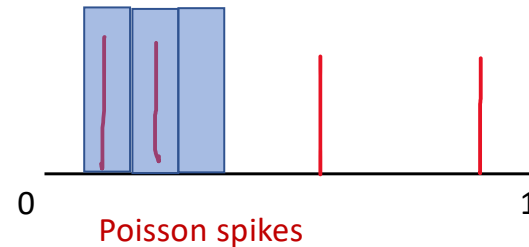
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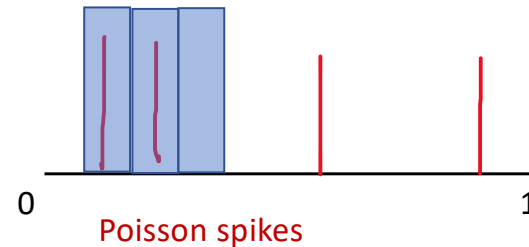
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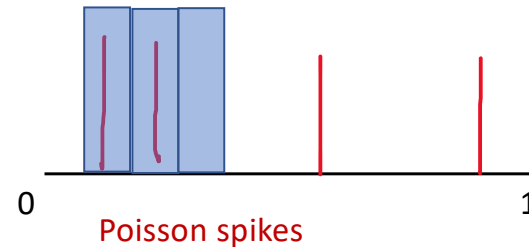
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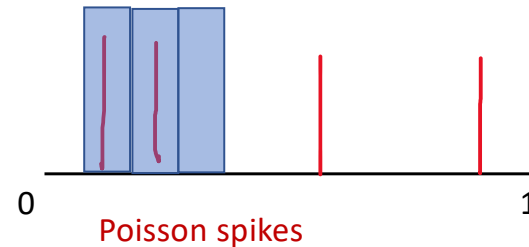
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- Refractory period